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graph TD
    10[DETERMINE AN OUTCOME AMOUNT ASSOCIATED WITH A TOTAL NUMBER OF EVENTS] --> 12[BASED ON A PARAMETER ASSOCIATED WITH A PLAYER, ALLOCATE THE OUTCOME AMOUNT AMONG THE TOTAL NUMBER OF EVENTS]

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FIG. 1

The diagram illustrates a system 200. At the top is a block labeled "EVENT RESULT SERVER" with the reference numeral 450 below it. A solid line connects it to a central block labeled "CONTROLLER" with the reference numeral 400 below it. Below the controller, three blocks labeled "PLAYER DEVICE" with the reference numeral 300 below each are shown. A solid line connects the controller to each of these player devices. A dashed line connects the event result server to the first player device on the left. An arrow points from the reference numeral 200 to the overall system.

FIG. 2

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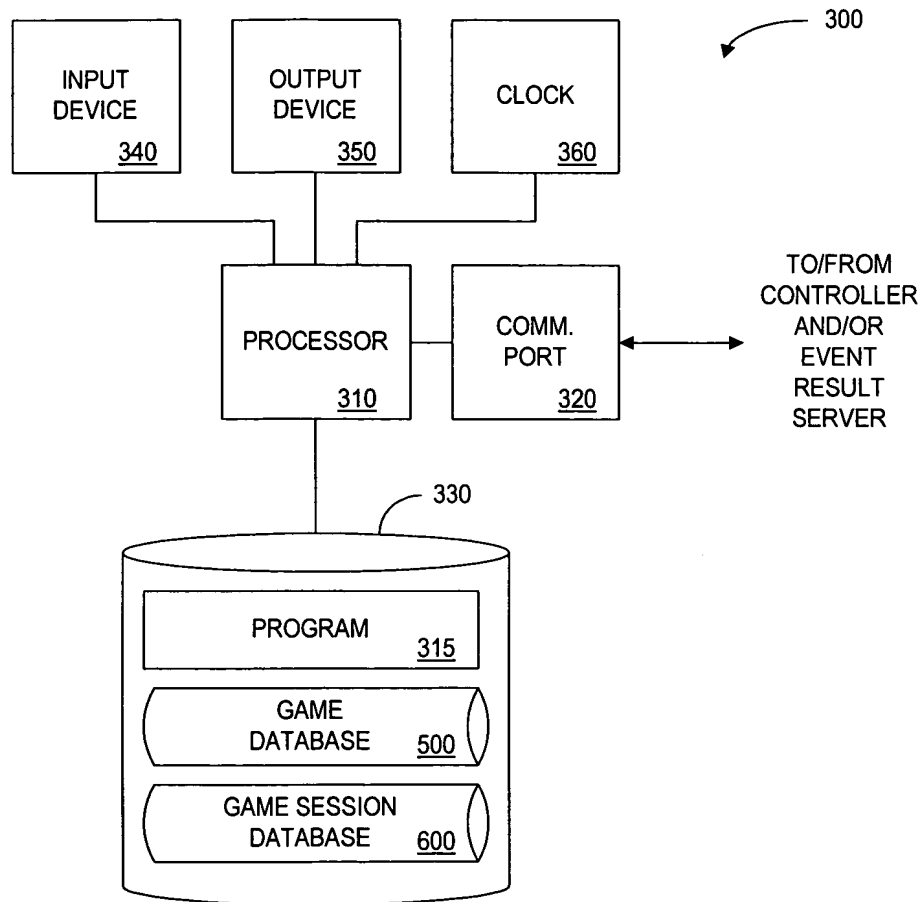


FIG. 3

THE UNIVERSITY OF CHICAGO

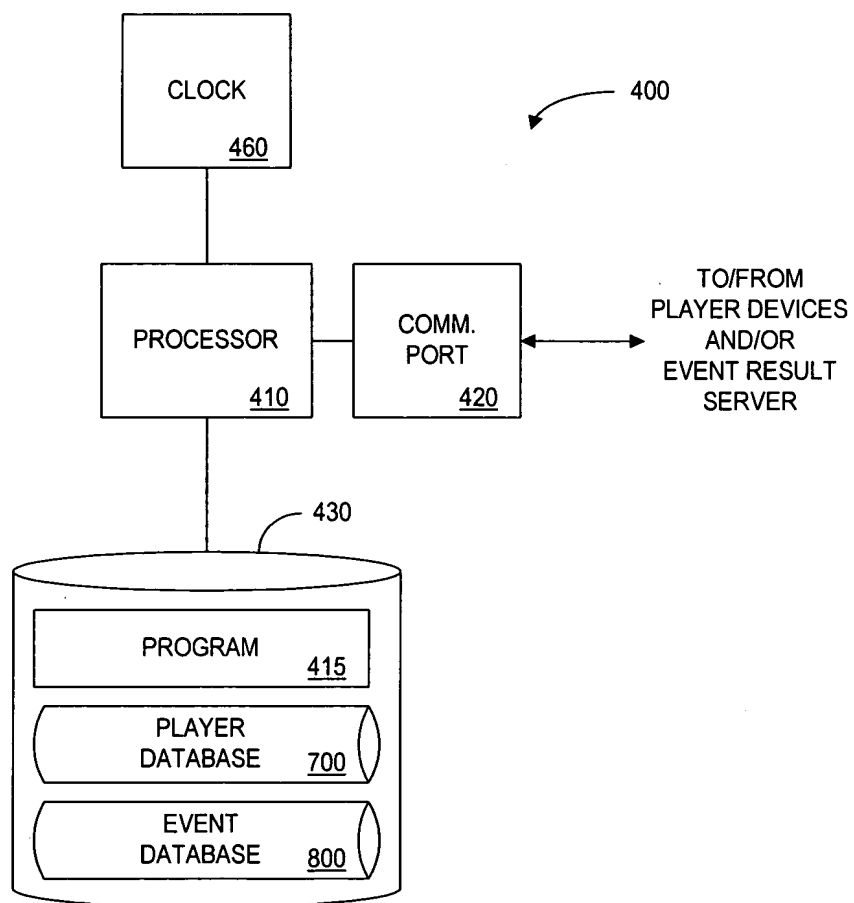


FIG. 4

606290" 572966E

600

PLAYER TERMINAL IDENTIFIER: PT 089								
GAME SESSION IDENTIFIER 602	GAME IDENTIFIER 604	TOTAL TIME PERIOD 606	AVERAGE TIME PER EVENT 608	TIME REMAINING 610	TOTAL WAGER AMOUNT 612	WAGER BALANCE AMOUNT 614	CUMULATIVE PAYOUT AMOUNT 616	SESSION STATUS 618
GS 0001	G 01	00:15:00	1 / 11.5 SEC	00:05:00	\$15.00	\$12.84	\$6.82	OUTSTANDING

FIG. 6

000250" 54290960

700

PLAYER IDENTIFIER 702	NAME 704	ADDRESS 706	TERMINAL IDENTIFIER 708	TERMINAL ADDRESS 710	PAYMENT INFORMATION 712	DISTRIBUTION PREFERENCE 714
P001	BOB WHITE	10 MAIN STREET CENTERVILLE, NY 10001	PT101	1234.5678.9012.3456	1111-2222-3333-4444	LARGER PRIZES
P002	MARY RED	203-555-1234	PT102	MRED@EROLS.COM	2222-1111-3333-4444	FREQUENT PRIZES
P005	SAM GREENE	SGREENE@ADDRESS.COM	PT105	203-555-0123	CASH AT RETAILER	LATER PRIZES

FIG. 7

[illegible]

800

GAME SESSION IDENTIFIER: GS 001	
EVENT IDENTIFIER	EVENT RESULT
E-0001	0
E-0002	0
E-0003	+5
E-0004	0
E-0005	+1
E-0006	0

FIG. 8A

006290" 51490960

810

GAME SESSION IDENTIFIER: GS 001		802
EVENT IDENTIFIER	EVENT RESULT	
804	806	
E-0001	0	
E-0002	+1	
E-0003	0	
E-0004	+1	
E-0005	+1	
E-0006	0	
E-0007	+2	
E-0008	0	
E-0009	+1	

FIG. 8B

820

GAME SESSION IDENTIFIER: GS 001		802
EVENT IDENTIFIER	EVENT RESULT	
E-0001	+3	
E-0002	0	
E-0003	+3	

FIG. 8C

SECRET

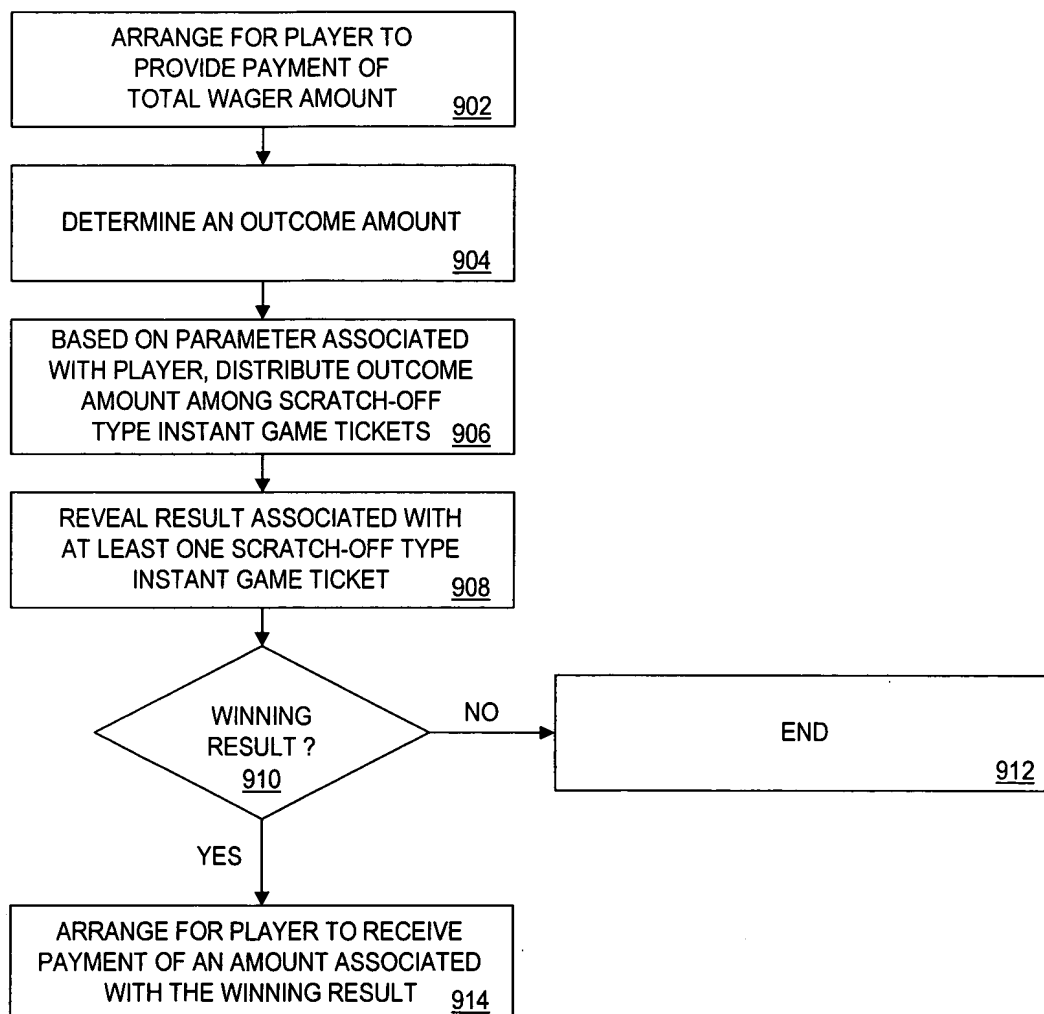


FIG. 9

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graph TD
    1002[ARRANGE FOR PLAYER TO PROVIDE PAYMENT OF TOTAL WAGER AMOUNT 1002] --> 1004[RECEIVE, VIA A COMMUNICATION NETWORK, AN OUTCOME AMOUNT ASSOCIATED WITH AN ORIGINAL NUMBER OF LOTTERY TICKETS 1004]
    1004 --> 1006[ALLOCATE OUTCOME AMOUNT AMONG ORIGINAL NUMBER OF LOTTERY TICKETS 1006]
    1006 --> 1008[DETERMINE A MODIFIED NUMBER OF LOTTERY TICKETS 1008]
    1008 --> 1010[RE-ALLOCATE OUTCOME AMOUNT AMONG MODIFIED NUMBER OF LOTTERY TICKETS 1010]
    1010 --> 1012[REVEAL A LOTTERY TICKET PAYOUT AMOUNT TO PLAYER 1012]
    1012 --> 1014{LOTTERY TICKET PAYOUT AMOUNT = 0 ? 1014}
    1014 -- YES --> 1016[END 1016]
    1014 -- NO --> 1018[ARRANGE FOR PLAYER TO RECEIVE PAYMENT OF LOTTERY TICKET PAYOUT AMOUNT 1018]

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FIG. 10

000000 51290960

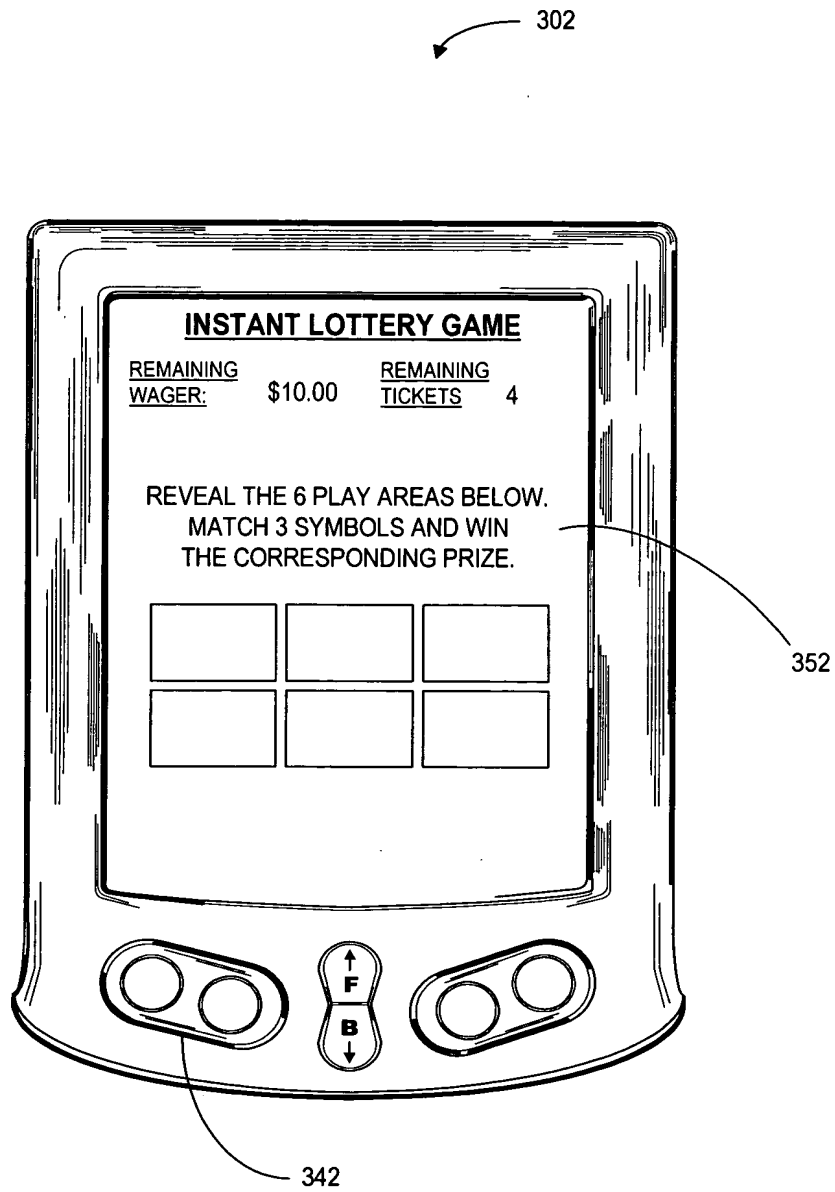


FIG. 11

000290" 57290960

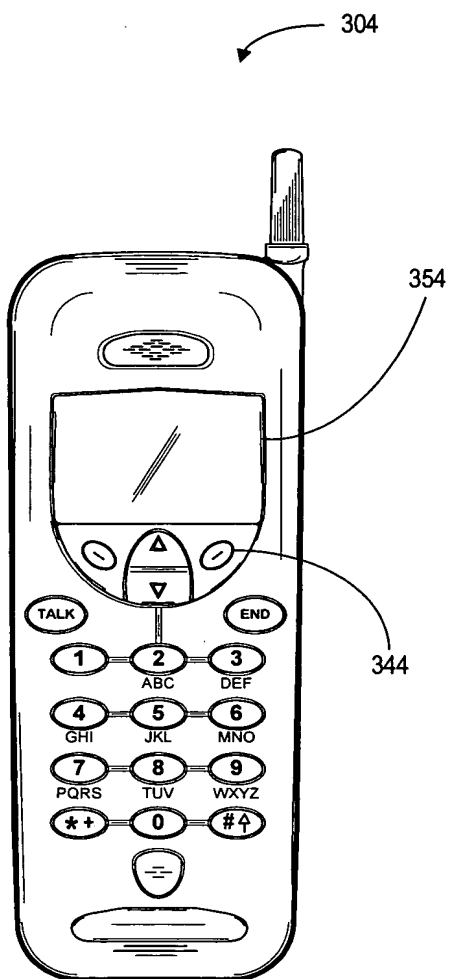


FIG. 12A

006230 51290960

354

INSTANT LOTTERY GAME

<u>TICKET</u>	<u>REMAINING</u>
<u>WAGER:</u> \$0.77	<u>TICKETS:</u> 48

REVEAL THE 6 PLAY AREAS BELOW.
MATCH 3 SYMBOLS AND WIN
TEN TIMES THE TICKET WAGER.

FIG. 12B